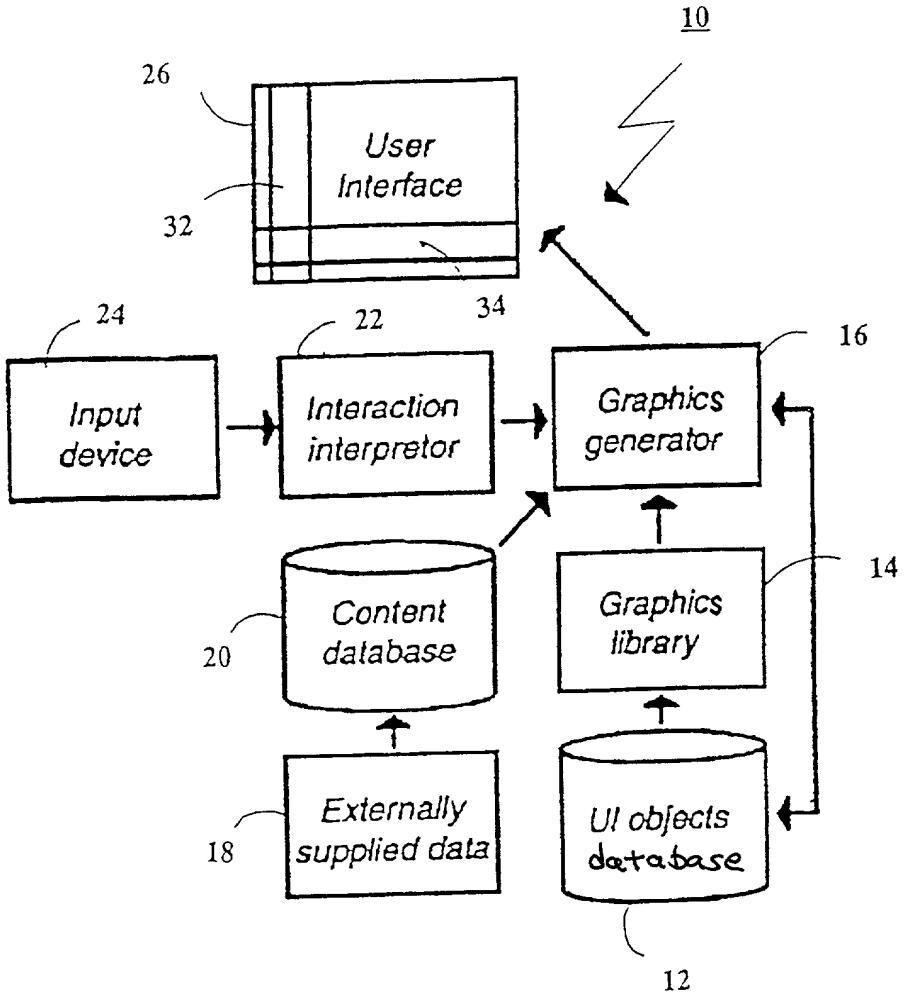
10
26
User Interface
32
34
24
22
16
Input device
Interaction interpretor
Graphics generator
Content database
20
Graphics library
14
Externally supplied data
18
UI objects database
12

FIGURE 1

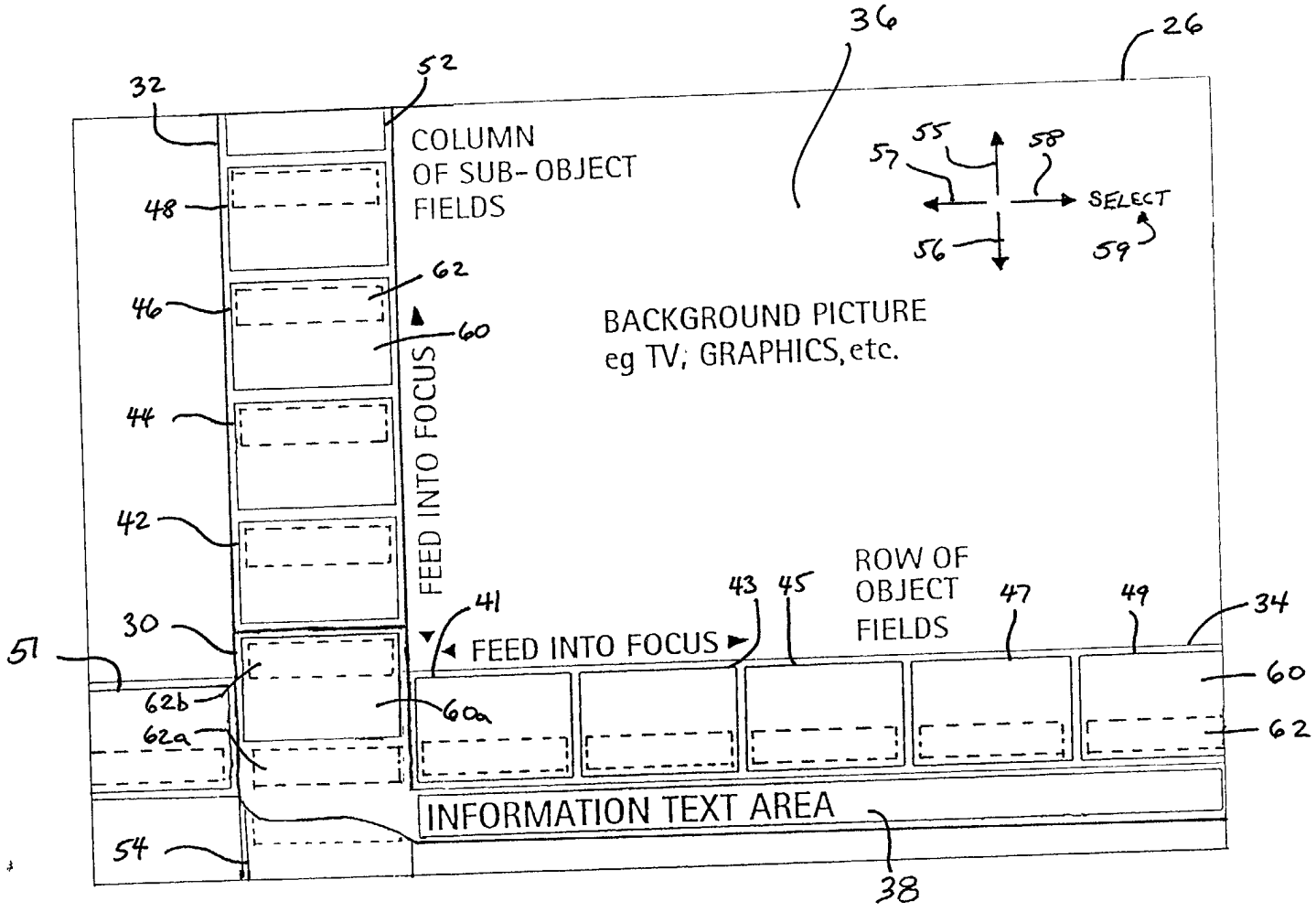
36
26
32
52
COLUMN
OF SUB-OBJECT
FIELDS
55
57
58
SELECT
56
59
48
62
46
60
BACKGROUND PICTURE
eg TV; GRAPHICS, etc.
44
42
FEED INTO FOCUS
41
43
45
ROW OF
OBJECT
FIELDS
47
49
34
30
51
FEED INTO FOCUS
60
62b
60a
62a
62
INFORMATION TEXT AREA
54
38

FIGURE 2

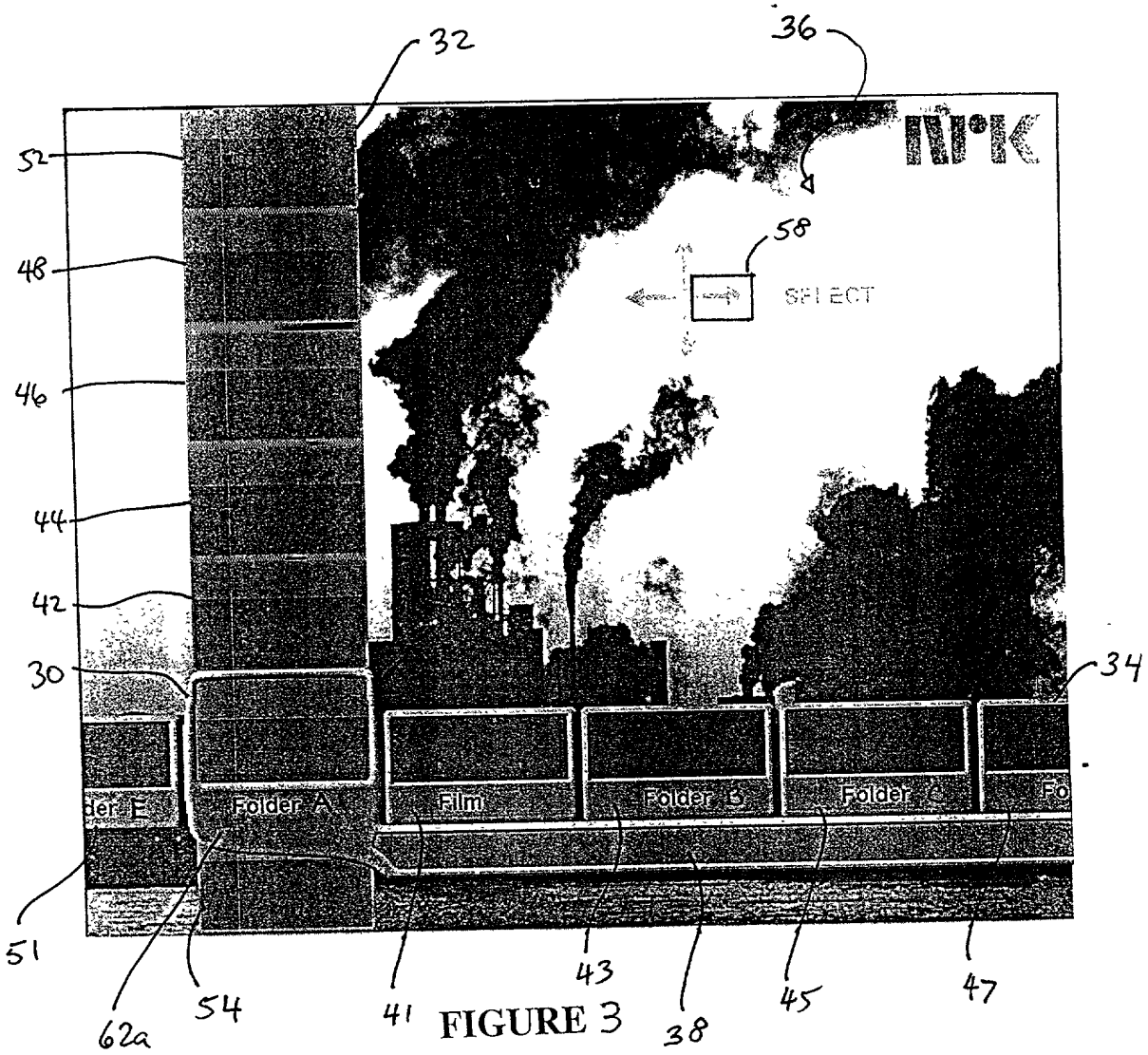
32
36
52
48
46
44
42
30
34
58
SELECT
Folder A
Film
Folder B
Folder C
51
62a
54
41
43
38
45
47

FIGURE 3

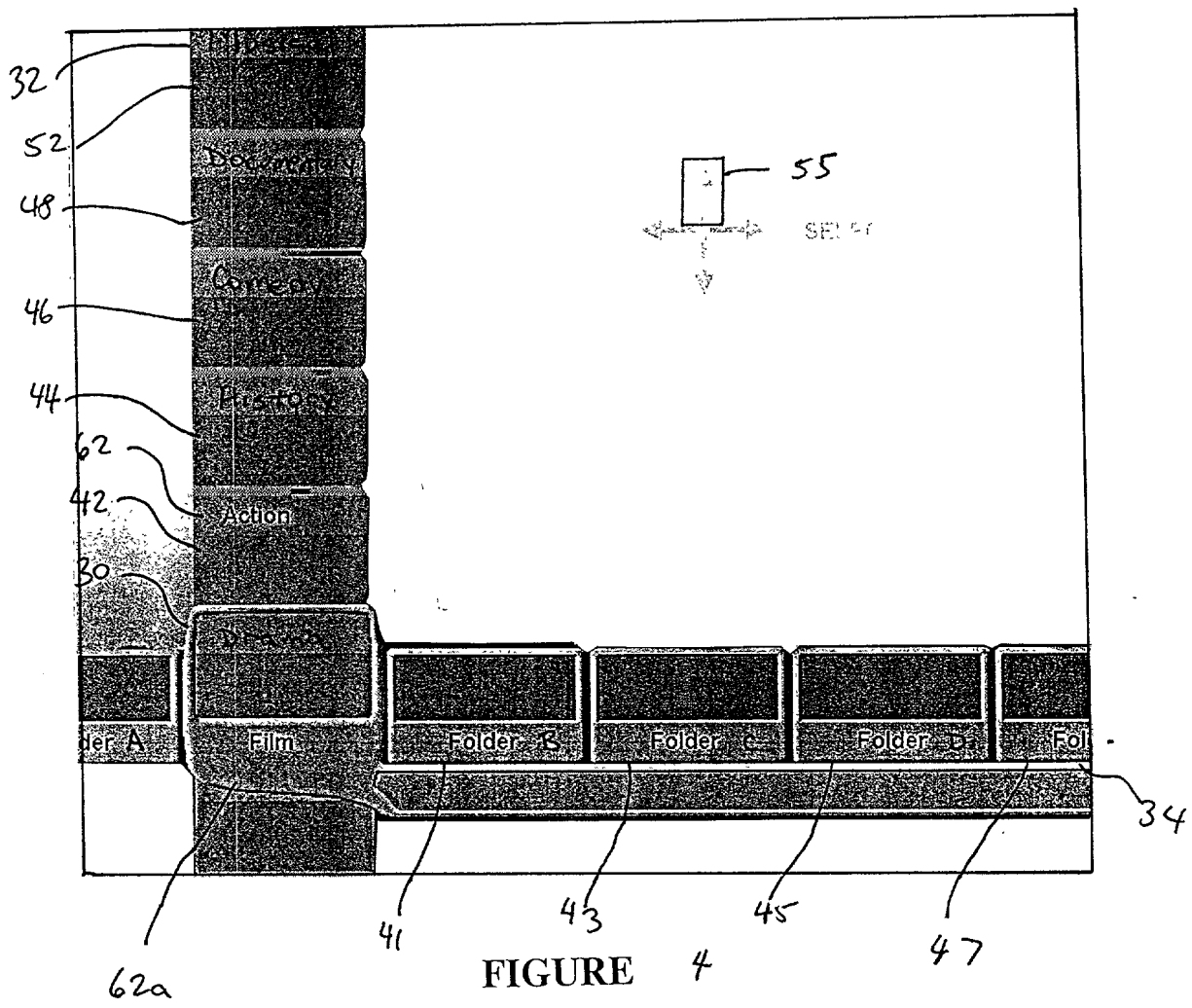
32
52
48
46
44
62
42
30
55
Action
Film
Folder B
Folder C
Folder D
34
62a
41
43
45
47

FIGURE 4

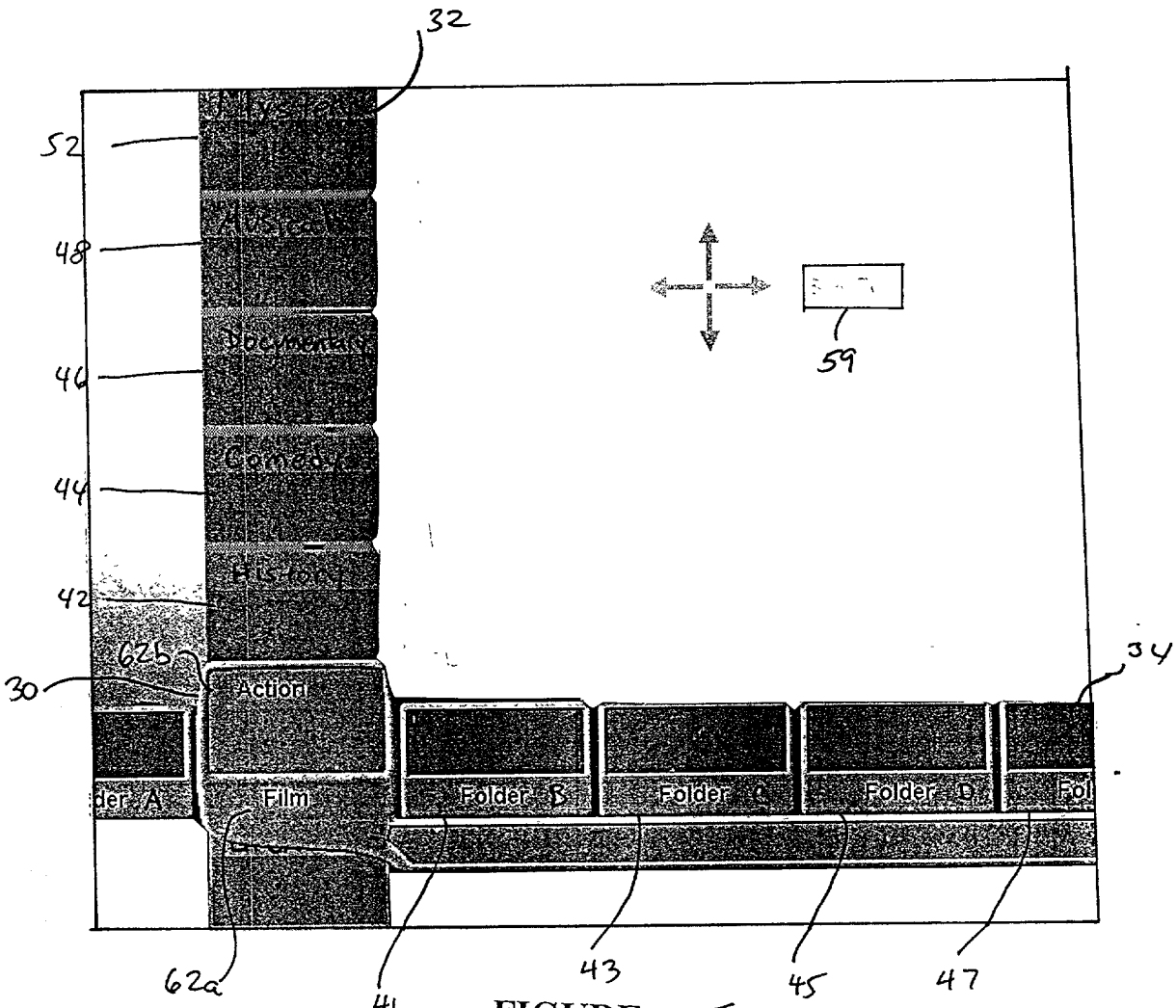
32
52
48
46
44
42
62b
30
34
Action
Film
Folder B
Folder C
Folder D
62a
41
43
45
47
59

FIGURE 5

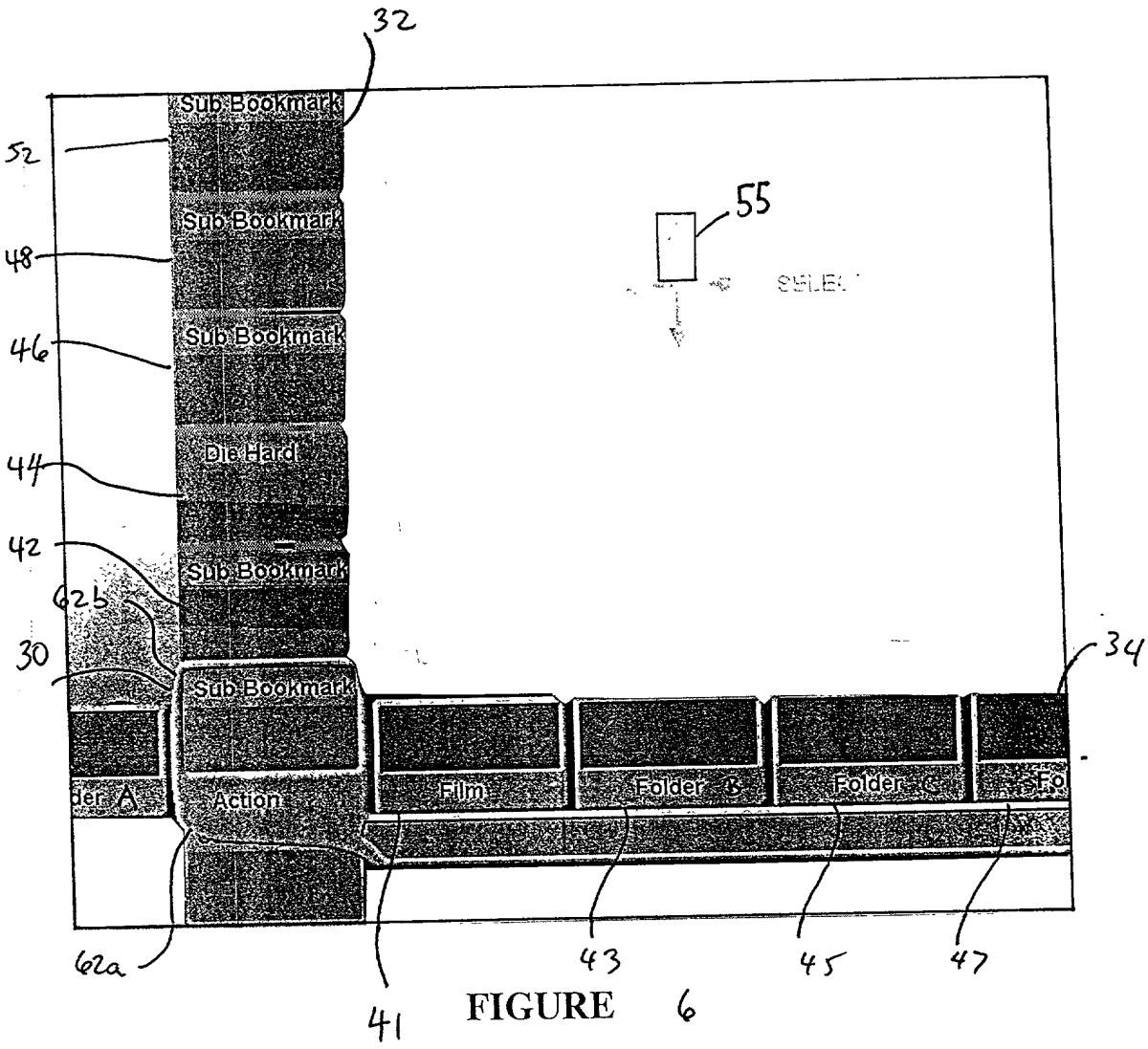
32
Sub Bookmark
52
Sub Bookmark
48
Sub Bookmark
46
Die Hard
44
Sub Bookmark
42
62b
30
Sub Bookmark
34
der A
Action
Film
Folder B
Folder C
Fo
55
62a
41
43
45
47

FIGURE 6

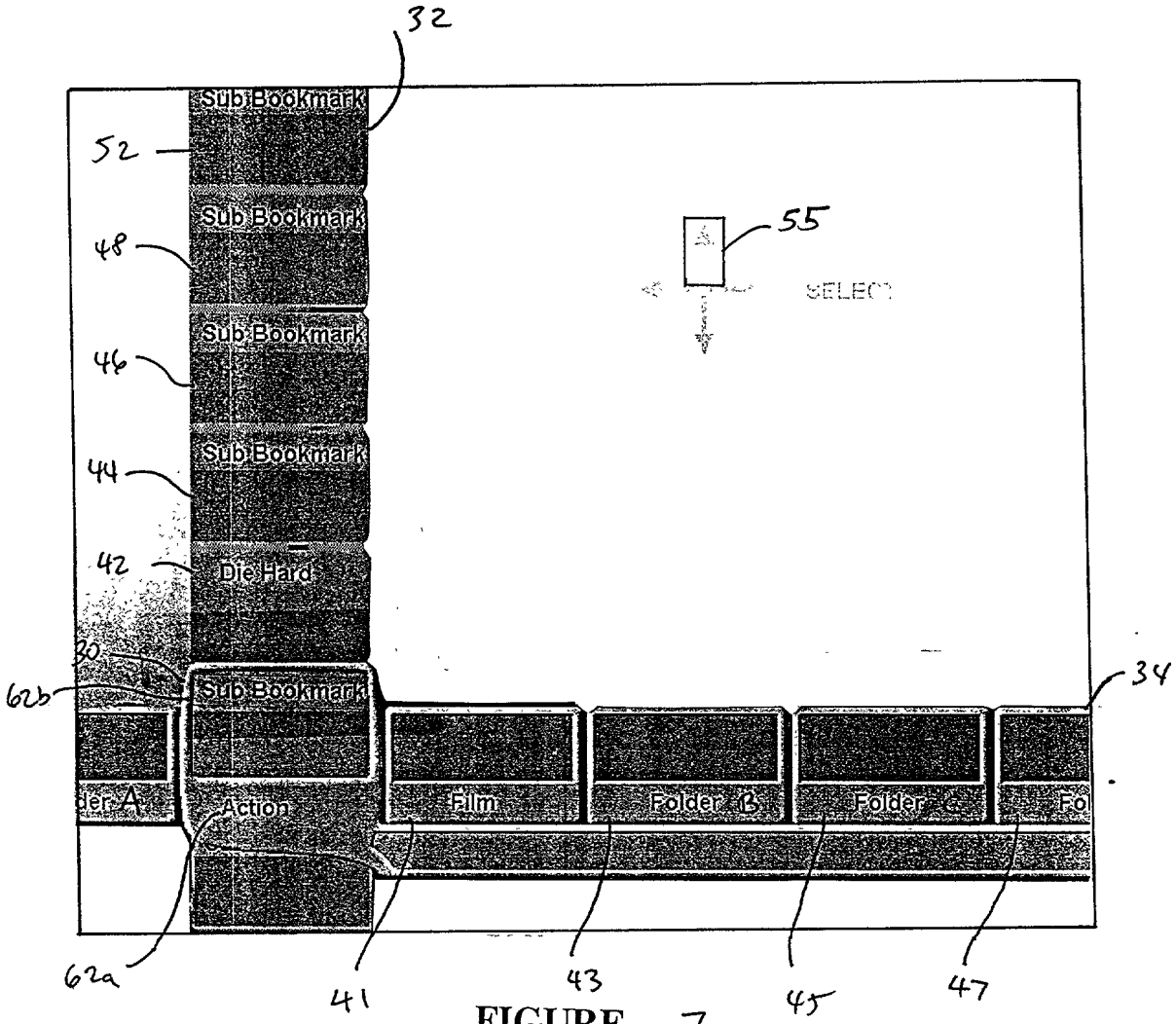
32
Sub Bookmark
52
Sub Bookmark
48
Sub Bookmark
46
Sub Bookmark
44
Die Hard
42
Sub Bookmark
62b
Action
62a
Film
41
Folder B
43
Folder C
45
Fo
47
55
34

FIGURE 7

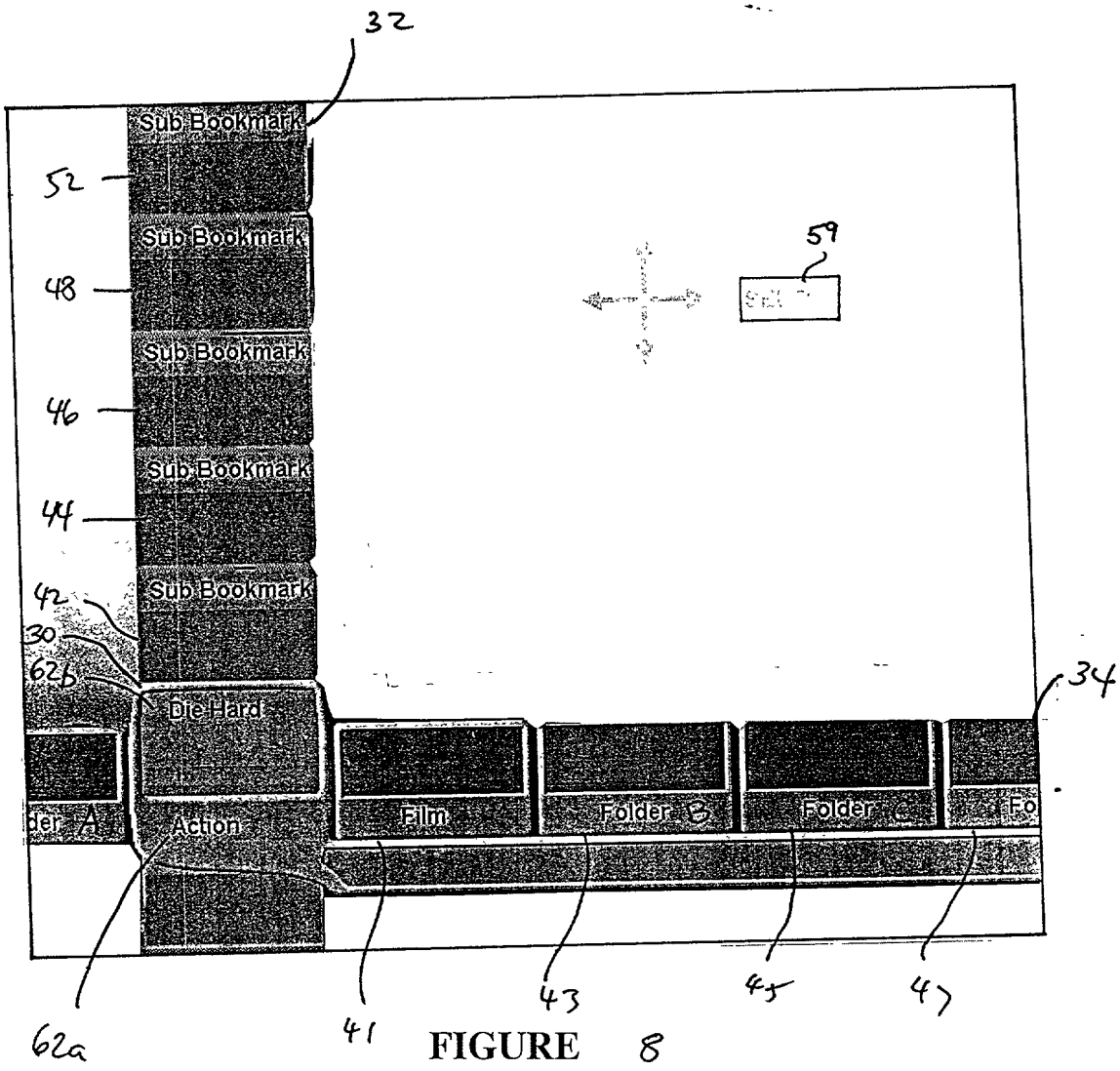
32
Sub Bookmark
52
Sub Bookmark
48
Sub Bookmark
46
Sub Bookmark
44
Sub Bookmark
42
30
62b
Die Hard
34
der A
Action
Film
Folder B
Folder C
Fo
59
62a
41
43
45
47

FIGURE 8

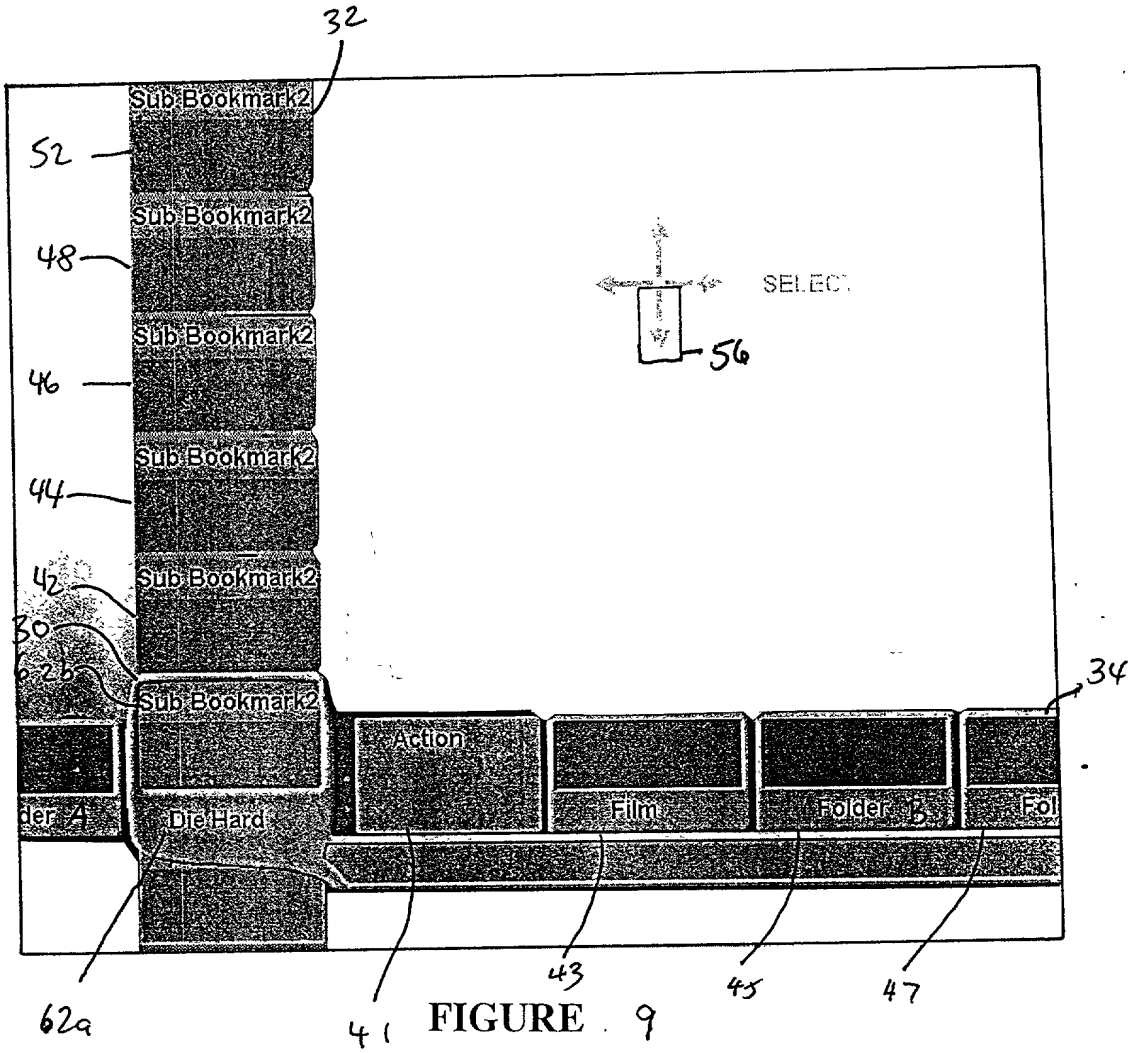
32
Sub Bookmark2
52
Sub Bookmark2
48
Sub Bookmark2
46
Sub Bookmark2
44
Sub Bookmark2
42
30
26
Sub Bookmark2
SELECT
56
34
Action
Film
Folder B
Fol
der A
Die Hard
62a
41
43
45
47

FIGURE 9